COOL TEC™

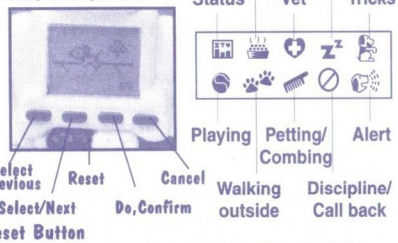
Congratulations ! You are now the proud owner of "Pocket Puppy", the ONLY virtual pet which behaves and sounds like a real puppy ! This is the first of a "second generation" virtual pet.

Your Pocket Puppy will needs lots of love and attention to grow healthy and happy. You must paper train it, feed it, pet it, teach it tricks, play with it, walk with it, discipline it and much more ! It grows in age and weight from a puppy to a mature dog, learns new things, and exhibits realistic pet behavior. Just like a real pet, you have to spend a lot of time with it in order to understand what it wants. Pay special attention when your Pocket Puppy pet comes close up to the screen looking for you. Your Pocket Puppy also sounds just like a real pet.
READ THIS MANUAL CAREFULLY. TO LEARN AND TO ENJOY YOUR PUPPY MORE.

GAME OBJECTIVE

The objective of the game is to score the highest number of points.

GETTING STARTED



Reset Button

To restart the game, at any time or at the end of the game, press the reset button

When you first open your Pocket Puppy, remove the plastic strip *sticking out from* the bottom.

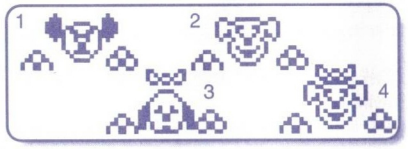
You will see a Demo of the Pocket Puppy wandering around in his home. Press any of the 4 buttons on the front of the unit.

TO SET THE CLOCK

To set the clock, press NEXT or PREV button to cycle between 12/24 hour. Then press DO button to cycle through the hours. When you have the right hour, press the DO button. Now the minutes part will highlight. Set the minutes using the NEXT or PREV button, and press DO to confirm. Now the AM/PM part will highlight. Set the AM/PM using the NEXT or PREV button and pressing DO button. If you make a mistake, you can correct it by repeating the whole process once. When you have set it correctly, press CANCEL to go to the Pet Store.

CHOOSE YOUR PUPPY (IN THE PET STORE)

There are 2 male puppies and 2 female puppies to choose from. Each one has its own personality, which can be viewed from its Personality screen. Each one behaves differently and has to be treated differently. Look at each of the 4 different puppies by using the NEXT and PREV buttons. You can check each puppy's personality by pressing the DO button. Then go back to see the puppy's face by pressing the CANCEL button. To choose one of the puppies, select its face, then press the DO button to go see its Personality screen. From there, press the DO button. You have now selected your puppy !



Puppy 1	Male, strong will and angry, very smart, bad tempperament, health OK.
Puppy 2	Male, happy, not too smart, very happy, health not so good.
Puppy 3	Female, sickly, very smart, happy, poor health.
Puppy 4	Female, happy, dumb, very happy, health OK

NAME YOUR PUPPY

Once you have chosen your own Pocket Puppy, you get to name it. Select each letter by cycling through the letters. Then press DO. Now you can choose the next letter in the same way, and so on until you have up to 5 letters for your pet's name. If you made a mistake, you can correct it by selecting the character. Press the DO button, and your pet's own personal name will be played musically.

HOW TO PLAY

Now you are in what we call Wander Mode. This is your pet's home. This is where it shows you how it is feeling and what it wants.

Wander Mode

INSTRUCTION MANUAL

POCKET PUPPY™

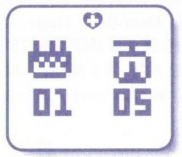
The First of a "2nd GENERATION" VIRTUAL PET

COOL TEC™

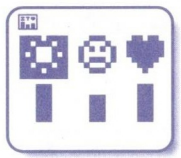
STATUS ICON

Use the PREV and NEXT buttons to cycle through all other icons. There are 5 above the main screen and 4 below the main screen. Pressing the NEXT button cycles through the top row of icons from left to right and then cycles through the bottom row from left to right. The PREV button does the same thing, but in reverse direction. The Pet Alert icon. This icon cannot be selected only turn on when your pet really wants you !

Hungry Weight Sleep



Age Weight



Brightness Happiness Health

CLOSE UPS

Happy

Angry

Have to go

Sleepy

Now closely watch your new puppy. Soon you will notice it starts to behave a little differently. See if you can determine what the puppy wants !

If you can't determine what your puppy wants, check the Status icon. To do this cycle to the Status icon. Once the Status icon is lit up, press the DO button. This will show you the first Status screen. On this screen you can view the puppy's Brightness (how many tricks it has learned), Happiness, and Health levels. Press NEXT again to show you the second Status screen. On this *screen you can view the Fullness, Over/Under Weight,* and Sleep levels. Press the NEXT button, will show you the Age/Actual Weight, Score, and Clock screens. Press the CANCEL button to return to Wander Mode.

The ideal heights of the different Status bars are :

Brightness	7	Over/Under Weight	4
Happiness	7	Sleep	7
Health	7	Fullness	7

Press the DO button to select. These icons will allow you to Feed your pet, keep in Healthy, give it some Sleep and Wake it up, Train it tricks, Play with it, take it for a Walk, Pet/Comb it, and Discipline it (by calling it's name). Each of these icons and their functions will be described more later.

PAPER TRAINING

As you observe your pet at home in Wander Mode, you will notice that within 30 minutes after eating, it starts acting like it needs to "do its business". Before your pet "needs to go", it will wander back and forth and then squat on the right side of the screen. When it really needs to go, it will walk more near the center of the screen and squat. Now Hurry ! Press the DO button before it is too late ! If you do this successfully, you will see the puppy get picked up and placed over the "papers" in the lower right hand side of the screen, where the puppy will then "do it's business". If you successfully catch your pet several times out of any 8 in a row, your pet will be paper trained ! Smarter pets learn this quicker. (Puppy 1 and 3, must catch 3 times out of 8, *Puppy 2 and 4, must catch 5 times out of eight.)*

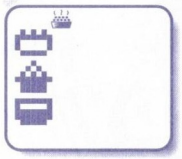
Paper Training

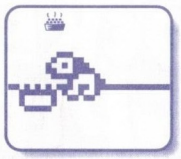
From then on, it will only "do its business" on the papers, AND it then can be taken outside for walks. If you don't catch your pet in time, it will "do its business" off the papers, and can never go for walks.

TOP-LEVEL ICONS (These can only be chosen when your pet is in the Wander Mode inside !)

Some times your pet will refuse to do something, either because it can't (yet), or it doesn't want to.

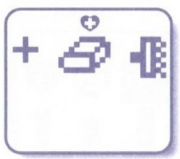
Feed Icon





You can now cycle through the Feed icons in the upper left once you select the FEED icon, you will see icons for a Full Meal, a Small Meal, and Water. Press the DO button will perform the selected function. If you have selected the Water icon, press the DO button will show the pet walking and then drink. Feeding a Full Meal or a Small Meal works the same way. If the pet is not hungry, it will refuse to eat. A puppy can only eat Small Meals and drink water. Once the pet becomes a mature dog, it can also eat Full Meals. Once Full Meal is equal to three Small Meals. NOTE : IT IS BEST TO GIVE YOUR PET WATER WITH EVERY MEAL. IF YOU DON'T, IT MAY RUN AWAY. Also, if you don't feed it enough, it may run away (and lose weight too !).

Health Icon



Vet Bath Clean Bath

Once you have selected the Health icon, the screen will show 3 separate icons. These are the Vet, Washing, and Clean-up icons.
If you select the Vet icon, press the DO button to take your pet to the vet. If your pet is sick, it will get a shot. If you select the Washing icon and press the DO button, if your pet is dirty, it will get a bath (this will keep your pet clean for several days, unless you let it make messes inside the house). If you select the Clean-up icon and press the DO button, any poops on the floor will be cleaned. If you don't keep your pet Healthy, it may run away.

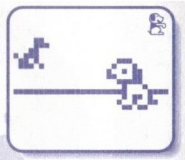
Sleep Icon

Sleeping

Once you have selected the Sleep icon, if your pet is awake, pressing the DO button once will give your pet a nap for one hour. If the Sleep icon is selected when the pet is napping, an icon will showing in the upper left corner of screen. You can use NEXT and PREV button to cycle between the "Sleep" icon and "Awake" icon. By selecting Sleep icon and pressing the DO button, you can give it longer naps (up to 7 in any day which is the ideal amount of nap time for your puppy). Selecting the "Awake" icon will awake the puppy from napping at night. Your pet will automatically go to sleep at 10:00pm and awake at 7:00 am in the morning. You can not awake it during its night time sleep ! Also, after your puppy has been asleep for a while, it will have dreams !

Training Icon

Once you have selected the Training icon show you will see a screen with your pet ready to learn a trick, showing in the upper left corner of the screen. You can use the NEXT and PREV buttons to cycle between the icon for the trick to be taught, the Call Pet icon, and the Bone icon. Select the Trick icon, and then press the DO button. If your pet does the trick, reward it with a bone by selecting the Bone icon and pressing DO, before you give the trick command again. If the pet does not do the trick, you can discipline it. But beware, using this icon too much may make the pet uncooperative ! You also may need to be patient, some pets learn faster than others. When the pet finally learns the trick, you can go back to Wander Mode again, however your Pocket Puppy will not do tricks in the house, you must take it for a walk in order to have it show off its new tricks. On the very first day, your pet can only be taught to Sit. Then several days after Sit is learned, a new trick becomes available as your pet's Brightness gets higher. There are 4 tricks to learn in all (Sit, can teach first day, Shake, can teach 3 days after start, Jump, 6 days after game start, Rollover, after 9 days).Try to teach your pet all 4 tricks.If you do, you will get points, and other fun things will happen !



Trick-"Sit"

Play Icon

Play ball

Once you have selected the Play icon, you can play a ball game with your pet. After the countdown tune, use the NEXT and PREV buttons to move the arm up and down among 3 positions. When you are ready, press the DO button, to throw the ball. Your pet will try to catch it. If it does, it gets a game point, otherwise you get a game point. If your pet wins an entire game, it will be happy. If you win, you can get points towards your overall score as an owner.
Scoring:The first one to win 9 times,wins.Puppy's score is on the right hand digit, owner's score on the left hand.

Walk Icon

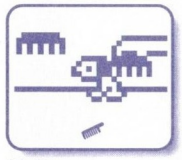
(Remember, you can only walk your puppy outside, if it has been paper trained first.)

Puppy walking outside

Once you have selected the Walk icon, press the DO button to show you a screen outside on the sidewalk. Your pet will be running as the sidewalk passes by. If your pet needs to go, it will stop at a fire hydrant and do its business. In the upper left corner of the screen there will be an icon showing. Usually you will be able to cycle through the Bone and Call Pet icons. Once your pet has learned any tricks, you will also be able to cycle through and select one of these.

Pet/Comb Icon

Once you have selected the Pet/Comb icon, pressing the DO button will show you icons, you can choose between petting or combing. Press the DO button to confirm your choice. When done petting or combing, pressing



Combing

Petting

the CANCEL button will take you back to Wander Mode.

Discipline Icon

This is used to call your pet's name in the Wander Mode only, when it has run away, or you can use it when your pet is angry. But beware, using this too often may cause your pet to get more angry.

Pet Alert Icon

Your pet flashes this and makes a sound when it needs or wants your attention.

NOTE : IF YOU PRESS THE CANCEL BUTTON TO EXIT ANY ICON FUNCTION ABOVE, BEFORE IT IS COMPLETED, IT PROBABLY WILL NOT COUNT, AND YOU WILL HAVE TO DO IT AGAIN.

WHAT TO DO WHEN YOUR PET,

is hungry ? ***Feed it***
has just been fed ?Watch it to paper train it, or take it for a walk
is uncooperative or sad or unhappy ?
Pet it,comb it,play a game with it,give it a bone, walk it
is sick ? ***Take it to the vet***
has fleas ? Give it a bath
has made a mess inside ?
Clean up the mess
is sleepy ? ***Give it a nap***
needs to do it's business ?
Watch it to paper train it, or take it for a walk
is happy ? ***Enjoy !***
is acting normal ? Wait awhile, this will change

OTHER IMPORTANT TIPS AND INFORMATION

Birthdays

Occur at the start of the 3rd day of play, and then every 2 days after that. Watch for these !

Ideal Weight

Your pet starts the first day weighting 80. It should automatically gain another 80 another every day for the next 5 days, until it reaches 480. From then on, will not automatically gain weight. However, depending on how you feed your pet, and how much you walk it, it can gain or lose weight. You get more points if you keep your pet at the ideal weight.

Scoring

You can get up to 60 points per day for each of the Happiness, Health, Fullness, Sleep, and Over/Under Weight values, if you keep them at the ideal values at the end of the day. You also get 1,000 points for paper training your pet, and 200 points for each of the 4 tricks you teach it. You can also get points by beating your pet playing the Ball game, but sometimes you should let your pet win, because it makes it happy.

Running Away

If you don't take care of your pet's Health, Happiness, Feeding and Watering, or if you are a bad owner, your pet can run away. If it runs away 3 times for the same reason (i.e. no water), it may run away for good !

Ending

The game can end in several ways. Your pet can run away for good and the game will end. The batteries can wear out - in this case, buy new batteries and start the game over. The game can end at the beginning of the 23rd day, and depending on your score as an owner, you may get different endings.

Ideal Weight

Start of day 1	80 oz.
2	160 oz.
3	240 oz.
4	320 oz.
5	400 oz.

Long Walks

You can take your pet for long walks after it learns to Jump (and must also be paper trained). You can then make your pet do tricks and find surprises.

Combination Tricks

Several days after the final trick is learned, you pet may be able to do combination tricks during walks. Try selecting one trick twice, and then select a different trick quickly.

Sound Off

If you press the DO and CANCEL button together, the sounds will no longer be heard.

Happy Birthday

When It's your puppy's birthday, you will see a special illustration on the screen and hear a special song.

Warning

In case battery run slow during game play. (before the game has ended) you can replace the battery during the game. However please note, you have only 10 seconds maximum to do this and the game must be in "Status" icon mode.

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged
- Rechargeable batteries are only to be charged under adult supervision
- Only batteries of the same or equivalent type as recommended are to be used
- Batteries are to be inserted with the correct polarity
- Exhausted batteries are to be removed from Pocket Puppy
- The supply terminal are not to be short-circuited
- Any battery changer/transformer to be used with Pocket Puppy should be regularly examined for potential hazards, such as damage to the cable or cord, plug, enclosure or other parts, and that, in the event of such damage, Pocket Puppy must not be used until that damaged has been properly removed.

BATTERY REPLACEMENT

- Unscrew the battery compartment at the bottom of the unit
- Pull out the battery compartment
- Replace with a new battery and the "+" and "-" polarity should face the correct direction
- Insert the battery compartment back in to the unit and fasten the screw